

Name: _____ Counter: _____

Endless

Void
Wars

Energi Rivriz Scout Cruiser

SPECS

Class: Capital Ship
In Service:
Point Value:
Ramming Factor: 180
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 0+0 Thrust

COMBAT STATS

Fwd/Aft Def: 15 (9)
Stb/Port Defense: 17 (11)
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Lightning Rod

Class: Electromagnetic
Modes: R(6), S
Damage: (3d10) x 2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Burst Launcher

Class: Electromagnetic
Modes: Pulse
Damage: 2d6 1d3 times
Max Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
after range 25
Fire Control: +3/+2/-
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: +5 to critical rolls.

Lightning Beam

Class: Electromagnetic
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Lightning Bolt

Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -3
Rate of Fire: 1 per turn

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

SPECIAL NOTES

Limited Deployment (33%)
Gaseous Form
Non-Euclidean Movement
Nebulae Sensors
ELINT Ship

SENSOR DATA

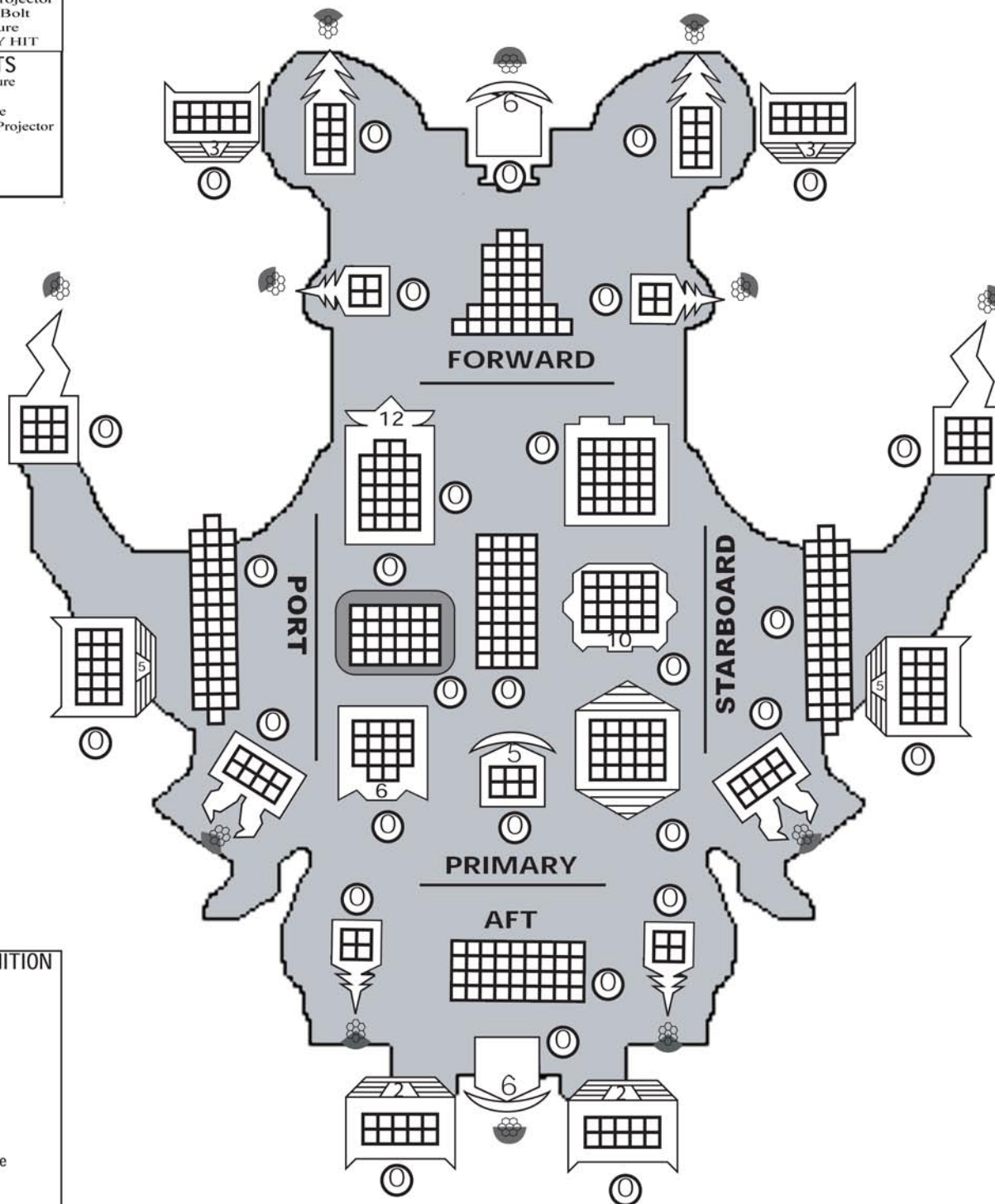
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

12 Fighters
2 Shuttles: Thrust: 6
Armor: 2 Defense: 8/11

FORWARD HITS
1-5: Retro Thrust
6-7: EM Shield Projector
8-9: Lightning Bolt
10-11: Lightning Beam
12-18: Forward Structure
19-20: PRIMARY HIT
SIDE HITS
1-7: Port/Stbd Thrust
8-9: Burst Pulse Launcher
10-11: Lightning Rod
12-18: Port/Stbd Structure
19-20: PRIMARY HIT
AFT HITS
1-7: Main Thrust
8-9: EM Shield Projector
10-11: Lightning Bolt
12-18: Aft Structure
19-20: PRIMARY HIT
PRIMARY HITS
1-7: Primary Structure
8-9: Hangar
10-11: Jump Engine
12-13: EM Shield Projector
14-15: Engines
16-17: Sensors
18-19: Reactor
20: C&C



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- EM Shield
- Lightning Rod
- Burst Launcher
- Lightning Beam
- Lightning Bolt